

**Advanced Sequence of Play****1. WEATHER PHASE**

1. Roll one die to determine this turn's weather (except Game Turn 1; Initiative player may choose weather). [4.0]
2. If the weather is "Storm," move all Naval units to the At Sea Box (if friendly) or a friendly port of their Sea Zone, and move all non-All Weather air units from the Ready Box to the Flown Box of their base. [4.1]

**2. INITIATIVE PHASE**

1. Determine if either Player has the Initiative for the game turn or whether it is a "Contested" Game Turn. Both players move their respective "VPs This Turn" marker to zero. [5.1]
2. UN Resolution Die Roll (Not on Game Turn 1). [28.0]

**3. ELECTRONIC WARFARE PHASE**

1. Both sides conduct Cyber Warfare. [SS3 8.0]
2. Both sides, alternating, roll on the Electronic Detection Table against specific, eligible enemy HQs, Artillery, and other targets as specified by GSRs. [21.3]

**4. FIRST SPECIAL OPERATIONS FORCES PHASE (Initiative Turn Only)**

1. The Initiative Player allocates and resolves SOF missions, rolls for SOF Marker Survival and places markers in the Used or Eliminated boxes appropriately. [20.1.2 – 20.2.4]

**5. AIR/NAVAL PHASE**

1. Air Superiority Sortie Step
  - a. Count the number of Airbases/Airfields with Strike markers remaining on them that are not Under Repair. The owning player must move half that number (rounded down/minimum of 1) of air units into the Flown box from air units based in the associated Basing Box. [22.6.1]
  - b. Count the number of Airbases/Airfields, not Under Repair, that are either captured or destroyed *in the previous turn* and this turn's First SOF Phase (if applicable); the opposing player may move half that number (rounded down/minimum of 1) of air units into the Flown box from air units based in the associated Basing Box. [22.6.1]
  - c. Reset each side's Airbase Destroyed/Captured This Turn markers to 0.
  - d. Both players place air units in the Air Superiority Box. [22.6.1]
2. Air Superiority Combat Resolution Step [22.6.2]
3. Determine this Turn's Air Superiority level. [22.6.2 #5]
4. Both sides determine Automatic Detection Ranges for aerial reconnaissance based on the Air Superiority Level. [21.2]
5. Update AWACS Advantage. [22.6.2 #6]
6. During non-"Storm" turns, roll for control of Inshore Boxes associated with already controlled At Sea Boxes. [7.2]
7. During non-"Storm" turns, roll for control of At Sea Boxes. [7.2]
8. Both sides roll for Detection for all Naval units not in Port (not on GT 1).
9. During non-Storm turns, both sides roll for Mine Clearance. [7.5.2] (not on GT 1).

**6. SECOND SPECIAL OPERATIONS FORCES PHASE**

1. If a "Contested" Turn, both players alternating (non-Allied first), or else, the non-Initiative player, allocates SOF Missions, resolves missions, rolls for SOF Marker Survival and places markers in the Used or Eliminated boxes appropriately. [20.1.2 – 20.2.4]

**7. FIRST STRIKE PHASE**

1. Both players may conduct Strikes:
  - a. Alternating, non-Allied first, allocate Nuclear Weapons markers (if available). Then resolve. [Only available by GSR.]
  - b. Both players allocate all Missile and Cruise Missile Strikes. Then Resolve, non-Allied first. [26.1]
  - c. Non-Allied allocates air Strikes, helicopter Strikes, and escorts. [23.1, 23.2, 23.4.2]
  - d. Allies allocate Wild Weasel Strikes, air Strikes, helicopter Strikes, and escorts. [23.1-3, 23.4.2]
  - e. Non-Allied attempts detection of Wild Weasel Strikes, then may attack those it early detects (ED) with interceptors. [23.2, 24.0]
  - f. Allies resolve Wild Weasel Strikes including ADF. [23.3]
  - g. Non-Allied attempts detection of all other Allied Strikes, then may attack those it early detects (ED) with interceptors. [23.2, 24.0]
  - h. Allies resolve Strikes including ADF. [23.4, 24.0]
  - i. Allies attempt detection of all non-Allied Strikes, then may attack those it early detects (ED) with interceptors. [23.2, 24.0]
  - j. Non-Allied resolves Strikes including ADF. [23.4, 24.0]
  - k. Conduct Naval Bombardment (alternating, non-Allied first). [17.5]
  - l. Roll for Collateral Damage. [27.7.4]
  - m. Each player alternates allocating and resolving HQ Strikes one at a time. Non-Allied first. [18.2.2/18.6]
  - n. Each player alternates allocating and resolving Arty Strikes one at a time. Non-Allied first. [18.2.2/18.6]
  - o. Each side may conduct one Aerial Mining Mission. [23.6]

**8. FIRST SUPPLY PHASE (Not on Game Turn 1)**

1. Remove Out of Supply markers from units that are no longer out of supply. [19.0]
2. Check for unsupplied units. Place an Out of Supply marker on any unit that is unsupplied. [19.0, 19.5]
3. Expend one Supply Point to place a new MSU on top of a Depot or Urban hex. Remove a depot and place two new MSUs at no cost. Flip an MSU to its Supply Depot side at a cost of two Supply Points. [19.4]
4. Both sides may expend Supply Points to attempt to resupply unsupplied units or HQs. [19.6]
5. Convert Supply Depots/MSUs to Supply Points. [19.4]
6. Spend four supply points to place a new Supply Depot. [19.4]



## 9. INITIATIVE MOVEMENT AND COMBAT PHASE

### (Initiative Turn Only)

1. Movement Segment: The Initiative Player moves any/all of his ground units up to the extent of their movement allowance. Air, Airmobile, and Sea Movement and Transport are allowed. [8.0]\*
2. Combat Segment: The Initiative Player declares and resolves all Combat (one combat at a time). [9.0]
  - a. Declare Attacks (one at a time). [9.2.1]
  - b. Compute Initial Odds. [9.2.2]
  - c. Determine Column Shifts. [9.2.3]
  - d. Both sides allocate Attack Helicopters, Air Units, and Naval Units to Combat Support Missions (attacker first). [9.2.4]
  - e. Resolve all Detection attempts and ADF. [24.0]
  - f. Determine DRMs [9.6].
  - g. Roll die and resolve combat. [9.2.6]
  - h. Allocate losses. [9.2.7]
  - i. Retreat and advance units. [9.2.8]
  - j. Both sides may conduct Naval Surface Combat. [17.2]
3. Elite Reaction Movement Segment: The non-Initiative player may move all 6, 7, or 8 Efficiency units that do not bear a "Strike" or OoS marker and are not in an enemy ZOC up to their full movement allowance (but they may not attack). Air, Airborne, Airmobile, Sea Movement and Transport are not allowed. [8.5, 27.3 (several limitations apply)]\*
4. Exploitation Movement Segment: The Initiative player may move any ground units that are not in an enemy ZOC and do not bear a "Strike" or OoS marker up to their full movement allowance. Air, Airmobile, Sea Movement and Transport are allowed. [8.5, 27.3]\*
5. Exploitation Combat Segment: The Initiative player performs combat with any units (whether they moved or not) with a two-column shift left on the CRT.
6. Reaction Movement Segment: The non-Initiative player may move any units up to their full movement allowance. Air, Airmobile, Sea Movement and Transport are allowed. [8.5]\*
7. Reaction Combat Segment: The non-Initiative player performs Combat. All units are eligible whether they moved or not. [9.0]

## 10. SECOND STRIKE PHASE (Initiative Turn Only)

1. Same as First Strike Phase, except that carrier based aircraft cannot perform Strikes.

## 11. SECOND SUPPLY PHASE (Initiative Turn Only)

1. Remove Out of Supply markers from units that are no longer out of supply. [19.0]
2. Check for unsupplied units. Place an Out of Supply marker on any unit that is unsupplied. [19.0, 19.5]
3. Expend Supply Points to attempt to resupply unsupplied units or HQs. [19.6]
4. Convert Supply Depots/MSUs to Supply Points. [19.4]

## 12. BASIC MOVEMENT AND COMBAT PHASE

1. Movement Segment: The Initiative/First player moves any/all of his ground units up to their full movement allowance. Air, Airmobile, Sea Movement and Transport are allowed. [8.0]\*
2. Combat Segment: The Initiative/First player declares and resolves all combat. [9.0]
3. Reaction Movement Segment: The non-Initiative/Second player moves any/all of his ground units up to their full movement allowance. Air, Airmobile, Sea Movement and Transport are allowed. [8.5]\*
4. Reaction Combat Segment: The non-Initiative/Second player declares and resolves all combat. [9.0]

## 13. ISOLATION/SURRENDER PHASE

1. Remove "Isolated" markers from units that are no longer Isolated. [19.7.3]
2. Check for surrender for all units currently bearing an "Isolated" marker. [19.7.4]
3. Place "Isolated" markers on any units that cannot trace a path of land hexes free of enemy units/ZOCs to a friendly Supreme HQ or Supply Source. [19.7.1]

## REORGANIZATION PHASE

1. Rotate all helicopters to reflect "no missions". [6.5.2]
2. Return air units in the Air Superiority box to the Ready Box. [22.4]
3. Move air units from the Flown Box to the Ready Box. [22.4]
4. Air units may Rebase. [25.2]
5. Roll for availability of air units in the Recovery/Aborted Box. [22.4]
6. Move all Special Forces markers from the Used Box to the Available Box.
7. Reset Airmobile Points. [8.5.4.2]
8. Remove Tunnel Markers. [NWK GSR2.7]
9. Conduct Clearing Operations. [8.4.1]
10. Determine hex control changes.
11. Remove Chemical Support Markers.
12. Remove all "Detection", "Targeted", and "Emergency Supply" markers, and flip Beachheads to In Supply (if appropriate).
13. Rotate all in-supply HQs/Artillery that bear no Strike marker to reflect full combat capabilities. Rotate all HQs/Artillery that bear a "Strike 1" marker to reflect one remaining combat capability. Rotate all HQs/Artillery that bear a "Strike 2" marker to reflect no remaining combat capabilities. [18.2]
14. Remove all "Interdiction Strike 1" markers. Flip all "Interdiction Strike 2" markers to their "Interdiction Strike 1" side.
15. Remove all "Strike 1" markers. Flip all "Strike 2" markers to their "Strike 1" side.
16. Both players may spend Supply Points to Repair ADF Tracks and Installations. [27.9.1/2, NWIP GSR 13.5]
17. Check for Holding Box Airbase Destruction effects. [NWIP GSR5.4.3.1/NWT GSR13.4.2/NWP GSR13.6]

## REINFORCEMENT AND REPLACEMENT PHASE

1. Both sides place reinforcements, including Supply, missile Points, etc., due in this Game Turn in accordance with the Scenario's Reinforcement Schedule. [10.0]
2. Both sides earn and use Replacement Points to replace or reconstitute units. [11.0, 19.5, 27.9.3]
3. Spend Supply Points to recover or replace HQs, Helicopters, and Air Units. [18.4, 27.9.3] Consolidate Air Units. [27.9.3.2] Air Unit Basing Costs. [NWV GSR 11.6]
4. Adjust Submarine Threat and ASW Levels. [7.4.3]

## VICTORY DETERMINATION PHASE

1. Add each player's "VPs This Turn" to their "VPs" to reflect their total VP accumulation. Move the "VPs" markers to reflect the new totals. Do NOT reset the "VPs This Turn" marker until the Initiative Phase of the next turn. [12.0]
2. Check for Nuclear Weapons Release.
3. Determine if either player is allowed to check for Automatic Victory. If this is the last game turn, compare each side's VPs to determine a winner. [12.2]

## GAME RECORD PHASE

1. Advance the Game Turn Marker and begin the next turn.

\* Bridge destruction/repair/construction allowed at end of segment.